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SUPER Adventure Island II™

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INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER Adventure Island II™

THANK YOU !

Thank you for adding SUPER ADVENTURE ISLAND II™ to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.
In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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THE BEGINNING OF THE NEW ADVENTURE

After his disastrous relationship with Jungle Jane, our chubby hero, Master Higgins finally finds true happiness with his new love, Tina. Things couldn't have been going any better for Master Higgins as he sailed across the beautiful, tropical waters with his beautiful, tropical wife. But little did he know that trouble loomed just over the horizon.

For suddenly, Master Higgins' luxury raft was struck by a vicious hurricane. Tossed about by the raging storm, the raft was torn to pieces, casting Master Higgins and Tina into the churning waters.

Lying senseless like a beached whale on the sandy shores of a deserted island, Master Higgins awakes to find that he's lost his memory. Though he could recollect nothing of his past, he knew deep down inside that there was a certain, special someone in his life -- someone that he must find at all cost.

With a determination of a warrior Master Higgins sets out to explore the island, in search of a clue that could lead him to his lost past.

While Master Higgins was out exploring the island, Tina had also survived the storm. She had landed on Waku-Waku Island and -- wouldn't you know it -- she had also lost her memory.

Helpless and alone, Tina was taken in by the good king of Waku-Waku while she

recovered her health. What else can you expect, but for the king to fall in love with the beautiful Tina. Soon the two were to be married and on the day of the princess' wedding, Master Higgins just happens to find his way to Waku-Waku Island on his handmade raft.

And how can this adventure story be complete without a terrible villain. So into the picture comes a beastly buzzard which swoops down to kidnap Tina while she was about to exchange wedding vows with the king. By coincidence -- and we're stretching it a bit here -- Master Higgins happens to pass in front of the castle when Tina is being kidnapped. He hears her scream for help and the voice strikes a familiar chord somewhere deep in his memory. But this thought quickly leaves him and Master Higgins is left with an empty feeling in his heart.

Grasping at this brief flashback, Master Higgins enters the castle to find the owner of the somewhat familiar voice. The king sees this stranger in his castle and recognizes him as the renowned hero, Master Higgins. The king explains to Master Higgins how his wife-to-be had been kidnapped and asks him to rescue this fair maiden -- another must in an adventure. So Master Higgins unknowingly sets off on a journey to find, not only the maiden, but who he really is.

AND THE ADVENTURE CONTINUES!

Prepare Yourself For The Adventure!

1. Make sure the power switch is OFF on your Super NES.
2. Insert Super Adventure Island II Game Pack into the slot on the Super NES as described in the Super NES Manual.
3. Turn the power switch ON.
4. An opening story and a brief gameplay demo will appear. Press the START button to skip the demo and begin the game.

Game Start Screen

Before starting the actual game the following screen will appear. To make your selection push the A Button.

Select Stereo or Mono.

Select which file you wish to save the game in.

If you have a previously saved game, you can select to either CONTINUE, COPY or DELETE the adventure. To start a new game, select START ADVENTURE.

Viewing The Main & Sub Screens

When Master Higgins leaves Waku-Waku Island to start his adventure, he'll find himself on the world Map where you can guide his raft from island to island. While traveling between the islands, Master Higgins may encounter the Meanies. When you have a run-in with the Meanies, the World Map will change to the Main Screen. This Main Screen is also displayed when you choose to explore an island.

Main Screen

1. Weapon display
This box displays the weapon you are currently carrying.

2. Life bottle
This displays your health. If you are hurt, the contents of your life bottle will decrease. When all your life bottles are empty, the game will end.

3. Magic display
This box displays the magic you are currently capable of using.

4. Magic bottle
This displays the amount of magic energy you have.

Sub Screen

Press the X Button to switch to this screen. While you are in this screen you will be able to make the following selections.

1. Return
Returns you to the Main Screen.

2. Weapon
Opens the Weapons Screen for selecting the weapon you wish to carry.

3. Armor
Opens the Armor Screen for selecting the armor you wish to wear.

4. Shield
Opens the Shield Screen for selecting the shield you wish to carry.

5. Magic
Opens the Magic Screen for selecting the magic you wish to use.

6. Equipment
Opens the Equipment Screen for selecting the different stones/items which are needed to lower the gates on or between the islands.

The Sub Screen also displays the following information.

1. New moves such as shove, which you learn as you progress in the game.
2. The amount of coins you have collected.
3. Whether you have the Magic Wand or not.
4. The Magic Spells that you've collected to get to Fuwa-Fuwa Island.

7. Stage
Displays a map for all islands your are on with the exception of Waku-Waku.

8. World
By selecting this command while you are traveling between islands, it will show your current location on the world map.

9. Save
Select this command when you wish to save your adventure. You can save an adventure anytime during gameplay. When you continue your adventure at a later time, you will start once again from Waku-Waku Island.

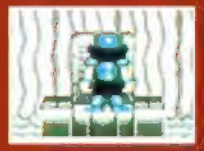
Using The Controller

Control Pad

- With the Control Pad you can move Master Higgins left and right or up and down the vines. The Control Pad is also used in the following special situations:

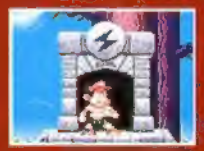
1. Duck to avoid the meanies - Press the Control Pad down.

2. Talk to people - Stand in front of a person and press the Control Pad up.



3. Read the engravings on the stone - Stand in front of a stone and press the Control Pad up.

4. Open the treasure boxes - Stand in front of a treasure box and press the Control Pad up.



5. Enter a cave - Stand in front of a cave and press the Control Pad up.

X-Button

- Push the X Button to view the Sub Screen.

A-Button

- Push the A Button to confirm the choices made in the Sub Screen. This button is also used to activate magic during gameplay.

B-Button

- This is the jump button.

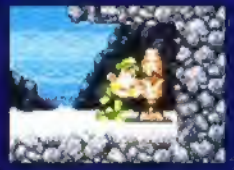
Y-Button

- Push this button to punch or swing your sword. Master Higgins will run when this button is pushed while pressing the Control Pad left or right.

Select Button and the **L & R Buttons** are not used during gameplay. The **Start Button** is used to start the game at the Title Screen but is not used during gameplay.

Special Moves

As you proceed in the adventure, you will meet old hermits who will teach Master Higgins useful new tricks. These tricks will prove helpful and necessary to complete the game. Master Higgins will learn three special tricks in the following order.

1. 

2.

3.

1. ***Shove*** - Once you learn this trick you will be able to move objects by just standing next to it and pushing the Control Pad in the direction you wish to move the object.

2. ***Down Jab*** - You will be able to break blocks with triangles which point down on them, once you learn this trick. To Down Jab, jump up, push the Control Pad down then push the Y-Button when coming down.

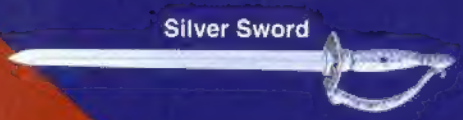
3. ***Up Jab*** - With this smashing blow, like the Down Jab, you'll be able to break the blocks with triangles which point up on them. Jump up with the Control Pad pushed up and push the Y-Button to destroy the blocks.

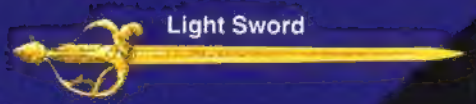
With these three tricks, you'll be able to reach difficult areas. But remember, nothing comes free. These three hermits will ask for some hard cash.Sso remember to have some on hand.

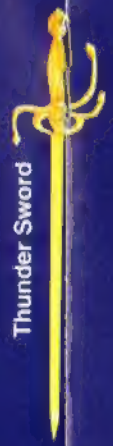
NECESSITIES OF A GREAT WARRIOR

As you travel through the islands, you will find many different types of equipment. Several of these items will work better on certain islands. So make sure you pick your equipment wisely.

Weapons







Fist

Fist
When there's nothing else, use brute force.

Silver Sword
The basic weapon. Nothing fancy but it works.

Fire Sword
Best suited for the ice island of Hiya-Hiya.

Ice Sword
Best suited for the volcanic island of Boa-Boa.

Thunder Sword
Best suited for the aquatic island of Puka-Puka.

Crystal Sword
Best suited for the desert island of Sala-Sala.

Power Sword
You'll need this to break through the rocks that block your way on Fuwa-Fuwa.

Light Sword
The all-round best sword. Only available at the casino.

Dagger
Throw these at the Meanies from a distance.

Fireballs
Circles you with fireballs. The best weapon to use when you're surrounded by Meanies.

Boomerang
Tried and true weapon of Master Higgins. Only available at the casino.

Ax
The old favorite of Master Higgins and stronger than the Dagger, it'll work well when fighting from a distance. Only available at the casino.

Shovel
Comes in handy when digging to find treasure boxes. It can also be used as a weapon. Be careful, because you'll be without armor and shield when you're equipped with the shovel.

Fire Armor

Ice Armor

Armor

Fire Armor
Best suited for the ice island of Hiya-Hiya.

Ice Armor
Best suited for the volcanic island of Boa-Boa.

Aqua Armor
Best suited for the aquatic island of Puka-Puka.

Light Armor
The all round best armor, but available only at the casino.

Aqua Armor

Light Armor

Fire Shield

Ice Shield

Shield

Fire Shield
Like the Fire Sword and Armor, works best on Hiya-Hiya.

Ice Shield
Like the Ice Sword and Armor, works best on Boa-Boa.

Aqua Shield
Like the Aqua Sword and Armor, works best on Puka-Puka.

Light Shield
Like the Light Sword and Armor, an all round shield that's only available at the casino.

Aqua Shield

Light Shield

Magic

After you find the Magic Wand, Master Higgins will be able to use magic. Each magic uses a different amount of magic force. Also each time you find a Magic Bottle, Master Higgins will learn a new magic.

Feather

Recovery

Tie

Wing

Blizzard

Power Boost

Blaze

Cure

Feather
Takes Master Higgins back to the beginning stages of the island he's on.

Recovery
Restores Master Higgins' health by half a heart.

Tie
Temporarily stops the movement of the Meanies.

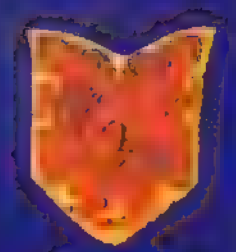
Wing
Transports you to any island on the world map.

Blizzard
Attacks the Meanies with a snow storm.

Power Boost
Temporarily makes Master Higgins invincible.

Blaze
Attacks the Meanies with a fire storm.

Cure
Fully restores health.



Fire Shield

Ice Shield

Shield

Fire Shield
Like the Fire Sword and Armor, works best on Hiya-Hiya.

Ice Shield
Like the Ice Sword and Armor, works best on Boa-Boa.

Aqua Shield
Like the Aqua Sword and Armor, works best on Puka-Puka.

Light Shield
Like the Light Sword and Armor, an all round shield that's only available at the casino.

Aqua Shield

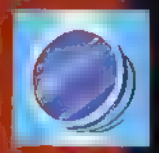
Light Shield

Magic

After you find the Magic Wand, [illegible] magic. Each magic uses a different amount of magic for [illegible] Kettle, Master Higgins will learn a new magic.

Feather

Recovery

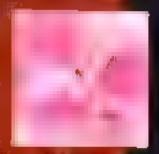


Tie

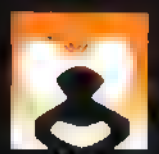
Wing

Blizzard

Power Boost



Blaze



Cure

Feather
Takes Master Higgins back to the beginning stages of the island he's on.

Recovery
Restores Master Higgins' health by half a heart.

Tie
Temporarily stops the movement of the Meanies.

Wing
[illegible]

Power Boost
Temporarily makes [illegible]

Blaze
Attacks the Meanies with a fire storm.

Cure
Fully restores health.

Equipment

There are many gates which block Master Higgins way as he tries to rescue Tina. You will have to find the special items which are necessary to open these gates.

Ice Bell
When used on the platform at the entrance of Hiya-Hiya Island, the bell will summon an Ice Giant to destroy the gate which blocks your entrance into the island.

Sun Ring
When used on the platform at the entrance of Boa-Boa Island, the ring will cause a volcano to erupt and destroy the gate which blocks your entrance into the island.

Power Fan
When used on the platform at the entrance of Puka-Puka Island, the fan will cause a hurricane which will destroy the gate which blocks your entrance into the island.

Elven Flute
Use the flute on the platforms in the stone monuments of the five islands. This will open the gates of each island which block your way to the Magic Spells. Once you find all five Spells, Master Higgins will be able to enter Fuwa-Fuwa Island.

Light, Sun, Star, Aqua and Moon Stones
When used on the platforms of the corresponding gates, these stones will open the gates which block Master Higgins' way to the other islands.

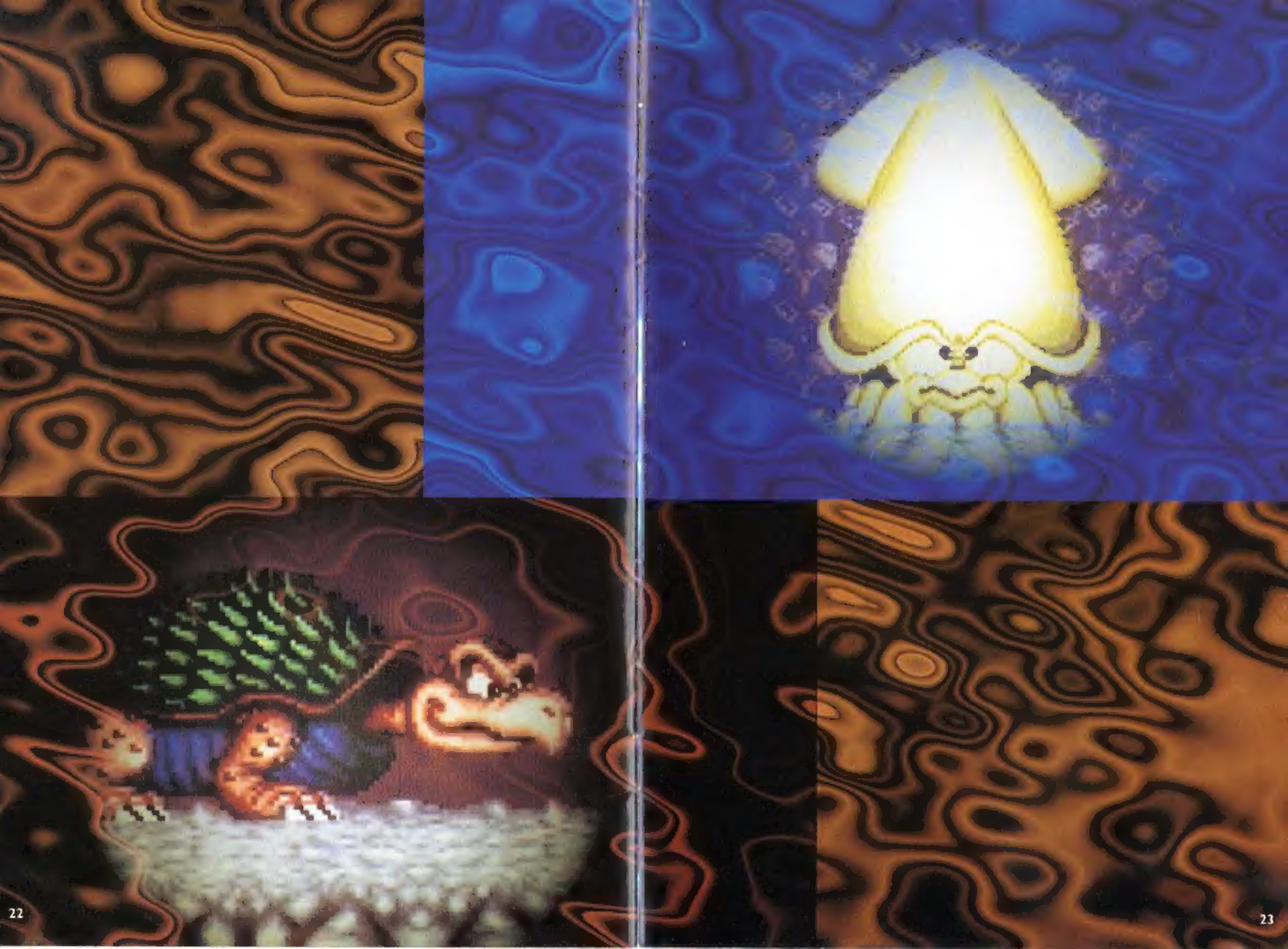
In the treasure boxes you will not only find weapons, armors, shields and the special equipment but the following items:

Life bottle
-When found this item will increase the maximum capacity of Master Higgins' health by half a heart.

Magic bottle
-When found this item will increase the maximum amount of magic force Master Higgins has by one bottle. Each time you find this bottle Master Higgins will learn a new magic.

Coins
-This is hard cash. The extra cash will come in handy when you visit the casino shop to buy special weapons, armor and shield.

MEANIES



TIPS AND HINTS

Go back to Waku-Waku Island every once in awhile, to rest at the inn. You'll get helpful revelations in the dreams.

Go to Curly's Casino Island to win coins by gambling. This is the only way you'll be able to earn enough coins to buy certain items such as the Light Sword.

Read the engravings on the stones. They will give useful information.

Try to find all the treasure boxes.

Special weapons such as the Dagger, Ax and Fireballs could come in handy when fighting the bosses of the islands.

Look for the hot springs. They will restore your health.

Save your adventure often. Remember! You can save anytime during gameplay.

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